

Character Identity: S.I.N.: _____ Age: _____ Gender: _____

Base: INT EMP REF TECH M.A. ATTR BODY COOL LUCK

Mod: _____

Awareness: 100 _____ Initiative + Combat Sense

Audio: 90 _____

Visual: 80 _____

olfact: 70 _____

Tactile: 60 _____

Taste: 50 _____

IP: _____

Stress Level: _____

Damage: Light [0] Serious [-1] Critical [-2] Mortal [-3] Mortal:1 [-4] Mortal:2 [-5] Mortal:3 [-6] Mortal:4 [-7] Mortal:5 [-8] Mortal:6 [-9] Stun Save (Cool) Death Save (Bod)

Body Type Modifier (BTM) Points Healed Per Day

R. Arm R. Leg L. Arm L. Leg Head Torso

Skills

• SPECIAL ABILITY: Skill Lvl Plus Stat Skill I.P.

• INTELLIGENCE: Skill Lvl Plus Stat Skill I.P.

• REFLEX: Skill Lvl Plus Stat Skill I.P.

• TECHNICAL: Skill Lvl Plus Stat Skill I.P.

• TECHNICAL CONT.: Skill Lvl Plus Stat Skill I.P.

• ADDITIONAL SKILLS: Skill Lvl Plus Stat Skill I.P.

• EMPATHY: Skill Lvl Plus Stat Skill I.P.

• COOL: Skill Lvl Plus Stat Skill I.P.

• BODY: Skill Lvl Plus Stat Skill I.P.

• ATTRACTIVENESS: Skill Lvl Plus Stat Skill I.P.

• REFLEX: COMBAT Skill Lvl Plus Stat Plus Mod Skill I.P.

• COMBAT ACTIONS: Skill Lvl Plus Stat Plus Mod Skill I.P.

Hand To Hand Combat

Maneuver: Strike Punch Kick Disarm Sweep Block Dodge Grapple Escape Hold Choke Throw Ram

MA Bonus

Style / Lvl

Total to-Hit

Damage +

Weapons

Range Type WA Conc. Avail. Damage # Shots ROF Rel. Ammo Carried

1. Notes:

2. Notes:

3. Notes:

4. Notes:

5. Notes:

6. Notes:

7. Notes:

Profile:

Height:	Weight:	Eyes:
D.O.B.:	Eyes:	Hair:
Ethnicity:		
Language(s):		
Affectations:		
Clothing:		
Description:		

Empathy:		Kill #:	
Traits:			
Valued Person:			
Value Most:			
Hate Most:			
Feel About Others:			

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Alienation		
Egotism		
Obsession		
Paranoia		
TOTAL:		

Social Class:	
Parents:	
Siblings:	
Contact W/ Family:	
Family Background:	
Childhood:	
Childhood Trauma:	

Employer:	
Position:	Salary:
Perks:	
Medical Coverage:	
Trauma Team:	
Combat Extraction:	
Medical Insurance:	
Weapon License(s):	
Handgun:	
Rifle:	
Autoweapons:	
Melee / Bow:	
Concealed Carry:	

Cybernetics

Equipment

Cyber: Optics - Audio - Vocal - Head

Cost

HL

Equipment: Carried On Person[illegible]

Cyber: Body

Cost

HL

Equipment: Carried In Case or Bag

[illegible]Cyber: Arms

Cost

HL

Equipment: Stored At Location[illegible]

Cyber: Legs

Cost

HL

Vehicles:

Make: <input type="text"/>		Model: <input type="text"/>
Top Speed:	Acc/Dec:	Maneuver:
Crew:	Passengers:	Cargo:
SP:	SDP:	Mass:
Range:	Type:	Cost:

Make:		Model:	
Top Speed:	Acc/Decc:	Maneuver:	
Crew:	Passengers:	Cargo:	
SP:	SDP:	Mass:	
Range:	Type:	Cost:	

I.T.: _____ Comm.: _____

[illegible]Comm.: Residence(s):

Main: <input type="text"/>		Security: <input type="text"/>	
Location: <input type="text"/>		Type: <input type="text"/>	
Size: <input type="text"/>		Monthly Cost: <input type="text"/>	
Notes: <input type="text"/>			
<input type="text"/>			
<input type="text"/>			
Hideout: <input type="text"/>		Security: <input type="text"/>	
Location: <input type="text"/>		Type: <input type="text"/>	
Size: <input type="text"/>		Monthly Cost: <input type="text"/>	
Notes: <input type="text"/>			
<input type="text"/>			
<input type="text"/>			

Resources + Contacts (Dis)Advantages + Armor

Resources + Contacts (Dis)Advantages + Armor

Finances:	
Bank: <input type="text"/>	Acct #: <input type="text"/>
Assets:	Balance:
Bank: <input type="text"/>	Acct #: <input type="text"/>
Assets:	Balance:

Assets:	Balance:

Assets:	Balance:

Contacts:					Cost and Payment:	
Name:	Capability:	Loyalty:	Availability:	Access/Influence:	CP	Payment:
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10.						
Notes:						

Notes:						
12.						

Notes:

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	Neck	Chest / Upper Back	Stomach / Spine	Ribs	Stomach / Lower Back	Chest / Neck

	R. Arm:	Shoulder	Upper Arm	Elbow	Forearm	Wrist	Hand

	I. Arm:	Shoulder	Upper Arm	Elbow	Forearm	Wrist	Hand					

[illegible]

	N. Log.	Imp.	High.	Area	Surf. Chm.	Alkalis	Fe.

	L. Leg:	Hip	Thigh	Knee	Calf / Shin	Ankle	Foot

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